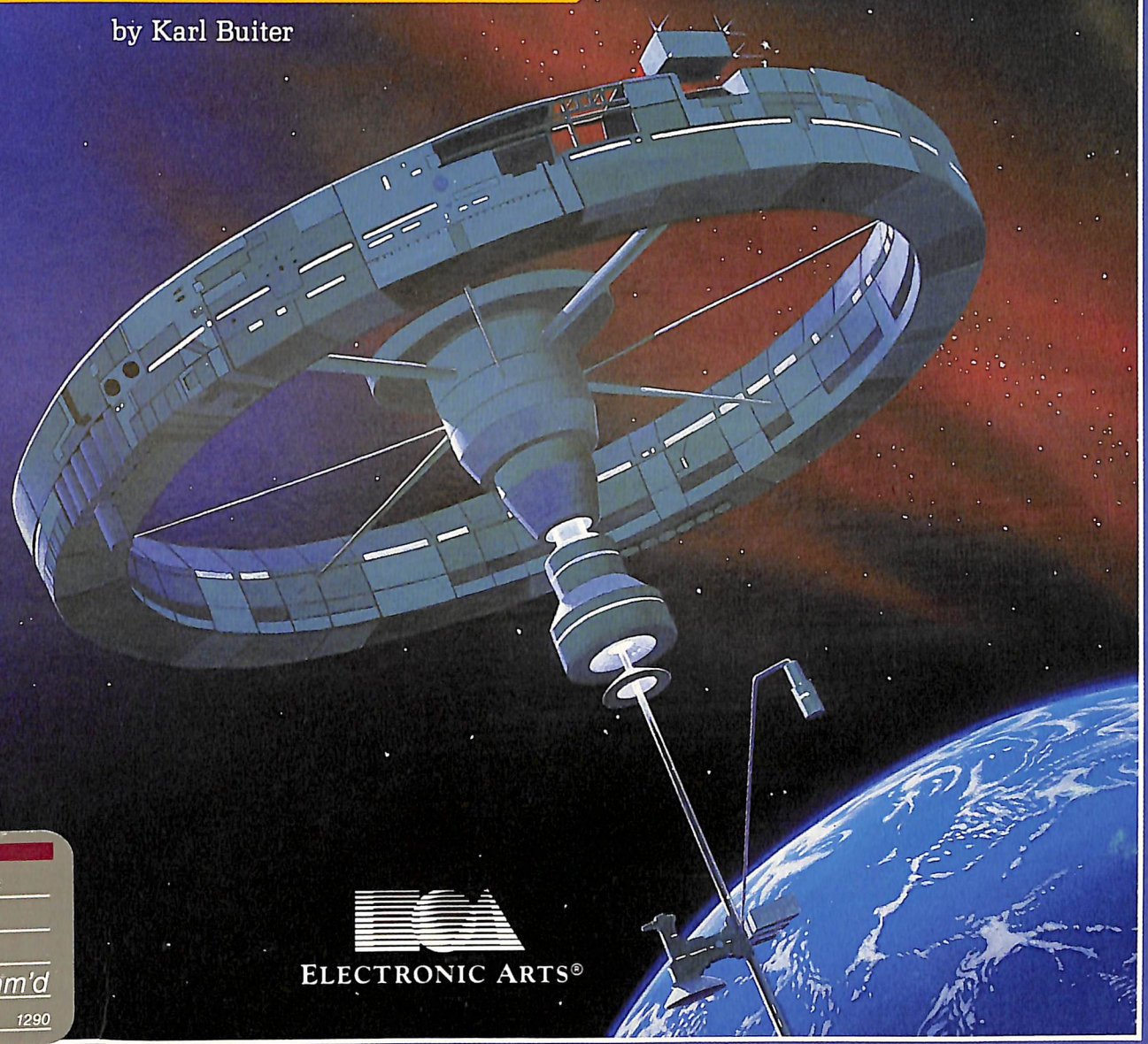
EOS
Earth Orbit Stations™

by Karl Buiter



APPLE II+, IIe, IIc
64K; 1-4 players
Blank disk required
Color monitor recomm'd

EARTH ORBIT STATION 1290

ELECTRONIC ARTS®

Software design and programming: Karl Buiter
Producer: Joe Ybarra
Assistant Producer: Roland Kippenhan
Technical Support: Steve Shaw
Product Manager: Chris Garske
Art Director: Melinda Goffstein
Package Design: William Gin
Package Illustrations: Alan Okamoto

Software design © 1983-1987 by Karl Buiter
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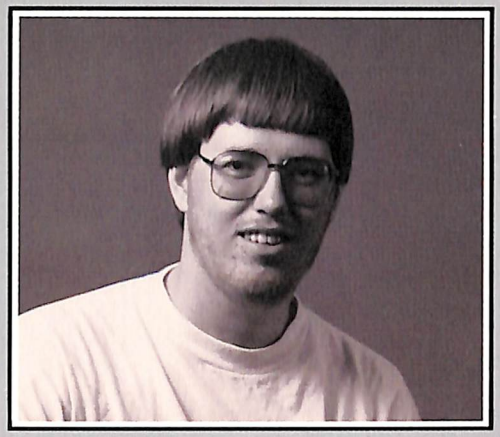


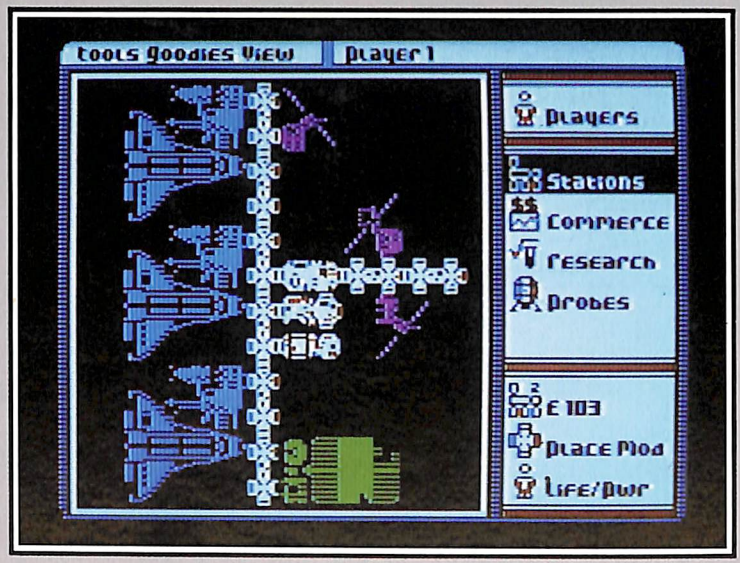
Karl Buiter has been in love with outer space since he first saw "2001: A Space Odyssey." He was four years old at the time. It was in high school that he built his first computer space game – a multi-terminal project for an HP 2000. EOS is his first commercial effort. When he's not working on his next game or studying for his E.E. degree, he's working on a model railroad system at his home in Northern California.

About Our Company: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this one, are evidence of our intent. If you'd like a product brochure, send $1.00 and a self-addressed, stamped envelope to: Electronic Arts Catalog, 1820 Gateway Drive, San Mateo, CA 94404.

Building Cities in Space

Run Your Own Space Program
It's the next 50 years of space development – with you in charge. Raising the money. Constructing the space stations. Exploring the planets. And paying off the bank.

A Game of Skill and Strategy
Combine 39 different modules into an infinite variety of stations. Shuttleports. Chemical Labs. Construction Plants. Will you invest in new technology or go for the quick buck? Make the right decisions and your empire could extend to Pluto.

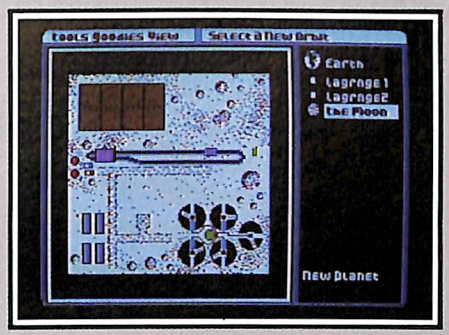


A Great Simulation
The game is based on NASA's plans for the next 50 years of space exploration. The technologies and economic models are under development now. You may learn something even NASA doesn't know.

Great Game Depth
- Seven different game scenarios – all replayable.
- Each scenario lasts from 2-40 hours. Hundreds of hours of game play!
- Take on your computer – or up to three more human players.
- EOS library includes facts and details about every planet and moon in the Solar System!

Reading Between The Lines
Profits are the mother's milk of the space industry. Develop new products. Set your prices. Advertise. Make alliances – or sabotage the competition. And don't believe everything you read.

Columbus Would Be Jealous
Get ahead by sending probes or manned missions to 8 planets and 34 moons of the Solar System. Just make sure you get there before your competition.



Explore Advanced Technology
To build cities in space, you'll have to develop the technology for mining the moon – and moving the ore. Nobody said plundering the resources of space would be easy.

ELECTRONIC ARTS®

Electronic Arts provides a limited ninety-day warranty on the recording media. The warranty does not apply to the software programs themselves, which are provided AS IS.
Screen shots represent the Apple II version. Other versions may vary. Apple is a registered trademark of Apple Computer Inc.
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